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TOTAL GAME BOY COLOR
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We WISH you a MERRY Christmas and a GAMING New Year!

Hey-ho! At last we've reached Christmas - the time of year when the whole world becomes a game bonanza! All the software companies save up their best games for Christmas time so it's a true feast for us console fans. The Game Boy Color selection this Christmas is great - just take a look at Mario Golf, a fun little game at first glance, but once you start playing it you get engrossed in the adventure side, and have to keep on playing to take on the better golfers. Then there's a pile of perfect platform games. Earthworm Jim: Mission 2 The Galaxy, Mr. Nutz, Tom & Jerry and Ragata Time Travellers all the way from the USA! Thanks very much for the massive response to Scorchings, our letters and picture pages - the postman has had to get himself down the gym to bulk up muscles big enough to carry the postage up the stairs. Keep 'em coming! If it's something you're looking for then get yourself over to page nine right now - we're giving away piles of top stuff! You make sure you have a fantastic Christmas. I look forward to seeing you in 2000 where the Game Boy Color magic will continue!

Nick Roberts



THE BITS 'N' BOGS EXPLAINED!

Texas Game Boy Color has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!



Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

Always check the game's rating before you buy it. If you're not sure, ask the shopkeeper or ask the staff. If you're not sure, ask the staff. If you're not sure, ask the staff.

To get you started on the game we've got a quick tip straight from the fingers of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.



This is where the game gets taken apart and rated on its graphics, sound, playability and usability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUN DINGER award of excellence!

PAGE 12

MARIO GOLF

Go a few rounds with the podgy plumber!



WE WISH YOU A MERRY CHRISTMAS!



WIN! WIN! WIN!



PAGE 9

POKÉMON NOVELS
POKÉMON PIKACHU'S
DIGIMON AND
GAMES GALORE!

20 RUGRATS: Time Travelers



Just out in the US, we celebrate this top game!



THE 12 GAMES OF CHRISTMAS!

PAGE 10

We count down the 12 best games of Christmas... sing along everybody!

PULL OUT POSTERS INSIDE!

Make your room look posh with Rugrats, Mario Golf and Earthworm Jim!

PAGE 25



reviews

A sack full of top games for your Yuletide season!

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previews

Loads of new games for your Game Boy!



Get in Touch!

If you want to write to us here at Total Game Boy Color, here's the address:

TOTAL GAME BOY COLOR
PARAGON PUBLISHING
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IT'S CHRWISO CITY, BABY - YEAM!

The

Snoop!

GAME BOY
GOSSIP AT
ITS BEST!

GAME BOY
CHARTS!

1. **POKÉMON RED**
NINTENDO
2. **POKÉMON BLUE**
NINTENDO
3. **GAME BOY GALLERY**
NINTENDO
4. **STAR WARS**
NINTENDO
5. **MARIO & YOSHI**
NINTENDO
6. **Wave Race**
NINTENDO
7. **Donkey Kong Land**
NINTENDO
8. **TETRIS DX**
NINTENDO
9. **TETRIS**
NINTENDO
10. **ODD WORLD ADVENTURE**
NINTENDO

POKÉMON LAUNCHES
WITH a BANG!

The launch of the Pokémon games in the UK went off with a bang – and our reporter was there to witness the first games being brought into the country, along with Blachu and Mewtwo themselves – oh, and their bodyguards of course. Here's what happened...



The Pokémon boxes arrive at Dover on a massive container ship!



Blachu and Mewtwo – the stars of the show pose with their bodyguards.



With all the photos taken, they head on towards London.



Would you buy a game from these delly geases?



The country will never be the same again – Pokémon has arrived!



An everyday sight in our beloved capital!

NINTENDO GAME BOY COLOR!

Our very own Game Boy Color has been setting trends again. We have enjoyed a multitude of different coloured consoles for ages now – and many of us have customised our Game Boys to suit our tastes! Now the Nintendo 64 is copying by coming out in a collection of candy coloured shades!

These new Nintendos are going to be in the shops for Christmas, but sadly it could already be too late for Nintendo to restock. Razzing sales. The Game Boy Color could soon be Nintendo's flagship console – it's still going strong after many years at the top!

a HANDFUL OF LARA! MEET THE GAME!

Lara Croft, the empty 'weaponed' adventurer will be coming to the Game Boy Color! Core Design, developers of the best-selling Tomb Raider games have created a brand new adventure for Nintendo's premier format. The new game should arrive in March of 2000 and is the first of a potential series on Game Boy Color.

Apparently Tomb Raider GBC features both of the traditional elements that made the title a success. Lara herself will three times the size of a standard Game Boy character with her 'moss and appearance displayed in more detail than any other character previously seen on the format. At 2,500 avatars are also being translated from 32-bit to 8-bit, as to how much room the wall leave for the actual game on a Game Boy cartridge is anyone's guess.

We at Total Game Boy Color suspect that as long as Lara's 'crawling' manoeuvre is faithfully reproduced the fans will be satist.



SEE ME IN
COLOUR AND IN
YOUR HANDS
SOON!
MMMMMM!

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NICK

NICK ROBERTS

Age: 22. Nick is a... Most favourite game: Mario's Racing Adv... Quota: "Christmas? Bah, hush!"



SIMON

SIMON PHILLIPS

Age: 22. Simon once visited Korea. Most favourite game: R-Type DX... Quota: "There are no weapons in this World!"



STUART

STUART TAYLOR

Age: 22. Stuart is a... Most favourite game: Best-A-Move 4... Quota: "I...and a partridge in a pear tree!"



ROY

ROY KIMBER

Age: 22. Now a big kid in PlayStation games! Most favourite game: Earthworm Jim... Quota: "I on a journey to another planet!"



BEN

BEN LAWRENCE

Age: 22. Ben is a... Most favourite game: Beauty & The Beast... Quota: "They're turned Jerry into a zombie!"



LOU

LOU WELLS

Age: 22. A broke from the north – Lou's a... Most favourite game: Mr Nutz... Quota: "Where are my goggles!"



MARK

MARK WATTERSLEY

Age: 22. He's a... Most favourite game: Bagpipe, TT... Quota: "I don't think it's girls up north!"



MARK

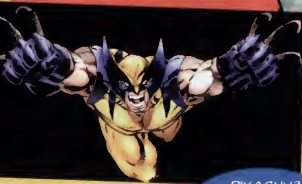
MARK WYNNE

Age: 22. He's a... Most favourite game: Mario Golf... Quota: "Could I borrow your Edge mag?"

The Snoop!

THE X FACTOR!

Casualists have embraced a game based on the supremely fashionable, crime-boss ringer The X-Men. The game is due out in mid-2000, when it should neatly coincide with the June 2000 debut of the mega-budget X-Men movie. Divided by Bryan (The Usual Suspects) script, with a script by Singer and his co-writer on The Usual Suspects, the 20th Century Fox movie stars a host of major talent: Halle Berry, Rebecca Romijn-Stamos, and Anne Heche, not to mention Patrick Swayze. Our Take: The Next Generation. Ray Park (Darth Maul in Phantom Menace) and Ian McKellen, the X-Men game will be exclusively for Game Boy Color. But it's not just a host of other X-Men games are on the way from our developers. Casio's side is a 2-D beat-'em-up with ten characters, ten X-Men and five evil mutants. Naturally, each character will have an appropriate special attack - such as Wolverine's whining claw attack. It's not idea, which Capcom has already exploited using their Street Fighter II. It's not idea, which Capcom has already exploited using their Street Fighter II.



Pokémon Destroys 1 million mark

PIKACHU!
HE'S GOT
MEAT WHEN I
CATCH 'IM!

America's Pokémon Yellow Special Pikachu Edition has broken all previous Nintendo records and has sold more than a million units since its release on 18 October. The previous record holder was Legend of Zelda: Ocarina of Time. Another hot seller is the limited edition Pokémon Game Boy Color, which has been available since 25 October. More than 80,000 have been sold.

Amazingly, the top five chart positions over in the US are currently taken by nothing but Pokémon games!

1. POKÉMON YELLOW (GBC)
2. POKÉMON PINBALL (GBC)
3. POKÉMON RED (GBC)
4. POKÉMON BLUE (GBC)
5. POKÉMON SNAP (N64)

If it was not enough, there are more Pokémon titles on the way and of course the Pokémon movie, for which demand was so high that Warner Brothers have pushed forward the release date. The combination of videogames, trading cards and toys and of course the upcoming movie - which incidentally Burger King are doing a tie-in for - means that the Pokémon madness is far from over.



A MYSTERIOUS MAN!

Take 2 Interactive, publishers of games such as Grand Theft Auto, has acquired the exclusive worldwide rights to produce videogames based on the Austin Powers movies! This means that in the not too distant future, the shagadelic one will be growing into your Game Boy Color!

Austin Powers International Man of Mystery and its sequel The Spy Who Shagged Me have enjoyed phenomenal success in the box office and video/DVD sales. Total revenue worldwide generated from the franchise exceeds half a billion dollars, more than even Dr Evil would think of asking for! Take 2 and Rockstar Games are thrilled at the opportunity to bring something as cool as Austin Powers to the gaming world.



WIN! WIN! WIN!

CHRISTMAS COMPO-TASTIC!

To celebrate the season of fat bellies and sit-com reruns on TV we've put together a bunch of cool composites for you to enter!

Pokemon Novels

The nice people at Sybex have something to celebrate! They've just published a novel based on the excellent Pokémon games, and would like to share their joy with you by giving away ten... yes that's 10 copies of the Pokémon novel written by Jason H Rich. This quality book tells the story of Ash as he battles to become a Pokémon master, while giving you tips and strategies for improving your own game at the same time.

Do you fancy winning one of these books? Well answer this simple question...

WHAT POKÉMON DOES PIKACHU BECOME WHEN HE EVOLVES?

Answers on a glossy postcard to this address... **Pokémon Novel Compo, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please make sure your entry reaches us no later than 12 February - and the editor's decision is final, as ever!



PIKACHU IN YOUR POCKET!

How big are your pockets? Big enough to fit a Game Boy Color? Big enough to hide your unmissable cheese pie? Or big enough to fit a cool new gadget from Nintendo that goes by the name of Pokémon Pikachu? We brought you details of this little game a couple of issues back, but Nintendo are now ready to release it into the shops for Christmas. It basically looks like a old down Game Boy, only bright yellow with no labels on the buttons! Little Pikachu flies inside and you can interact with him Tamagotchi-style. He eats, he sleeps, he means - all the things you would expect from the little monster.

It'll be able to pack up one of these Pokémon collectibles for £19.99, or if you fancy your luck then simply send in your name and address on a postcard labelled 'That's my Pokémon Pikachu!' and we'll send you one!

They were around before Pokémon were even a twinkle in Nintendo's eye - and they're still going strong today! The Digimon are a bunch of monsters that live inside little screens that you can keep on a keyring. You can train them up and play with them alone, or click two Digimon together and watch them fight it out! From Bandai, these Digimon can be found in the shops for £9.99, but we've got a bunch of them to give away to lucky Tom, Game Boy Color readers. Send in a postcard with the answer to this question...

WHAT WERE THE 'MIGHTY MORPHIN' CHARACTERS CREATED BY BANDAI CALLED?

The address is... **Mighty Morphin' Compo, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please make sure you entry reaches us no later than 12 February - and the editor's decision is final, once again!



DIGIMON



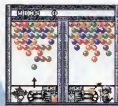
THE 12 GAMES OF CHRISTMAS

CHRISTMAS IS COMING, WHICH MEANS THAT THE ROSEY-CHEEKED FAT BOKE WAS 2 SACK FULL OF GAME BOY DELIGHTS. THE QUESTION IS, WHICH ARE THE BEST ONES FOR ALL OF THOSE WHO HAVE BEEN GOOD THIS YEAR?

ON THE FIRST DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Bust-A-Move 4

Take a trip to the planet BubbleLuna, where the coloured bubbles have been stolen, and it's up to you to return the grey-brick planet to its multi-coloured glory. Okay, forget the storyline. Basically, Bust-A-Move 4's an excellent puzzle game that will give your mince pies a severe working over.



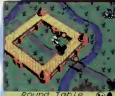
ON THE SEVENTH DAY OF CHRISTMAS
IT'S TRUE LOVE GAVE TO IT...



Oddworld Adventures II

Meet Abe. A hideously ugly, but at the same time supremely endearing critter with a severe mind problem. Yes, Oddworld Adventures II is yet another top notch Game Boy puzzle, but this one has a bag of character... one who looks a lot like your mince pies we reckon.

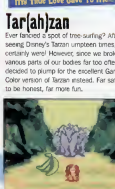
ON THE THIRD DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



ON THE FOURTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



ON THE FIFTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



Mickey's Racing Adventure

There are ten good reasons to buy this game. One: it's Disney-related and that's been created by Rare. Coming from the same school as its siblings, Conker's Goodbye, Mickey's Racing Adventure looks like one of the best Game Boy Color titles yet. Racing, advertising and Disney... ah, the perfect Christmas gift!

Game & Watch Gallery 2

Perhaps this is one for the old-timer amongst us. Take a trip back to the early Eighties courtesy of Nintendo's classic Game & Watch series. There are five games on this volume in both classic and modern versions! Penguin, Jailbird, Grid, Vexx and Donkey Kong. Perfect fodder to get a child or the Queen's speech!

ON THE SEVENTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



ON THE SIXTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



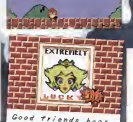
ON THE SEVENTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...



ON THE NINTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Super Mario Bros DX

Nintendo's lovable red-capped mascot had some of his first adventures on the NES during the late-Eighties in Super Mario Bros. Now Nintendo has dusted down its classic, added a few new features, and unleashed it upon an unsuspecting Game Boy Color audience.



ON THE NINTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

R-Type DX

Blast off to the treacherous R-Type system. The terrain is rough and the natives are anything but friendly. Can an atmosphere if you will, but we enjoy nothing more than blasting the merry pop out of a horde of gruesome aliens. Big explosions, big power-ups and big monsters... hrrm, cool!



ON THE TENTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Harvest Moon

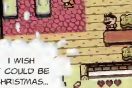
Chances are that after Christmas Day, the last thing you'll want to think about is food. However, Harvest Moon might persuade you to think. As boring as a farming simulator sounds, we reckon this one will get into the clever RPG title, you'll never look back.



ON THE ELEVENTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Zelda: Link's Awakening DX

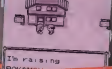
The pointy-eared of Link has won millions of followers in his countless appearances in some of Nintendo's greatest ever games. Link's Awakening DX is an essential purchase if you've never played a Zelda game, and its mix of puzzles and battles will keep you occupied until the new titles in the series appear next year.



ON THE TWELFTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Pokémon Red and Blue

You may have heard of Pokémon... apparently it's become quite popular. Well, if you've got a Game Boy and haven't got this one... are you mad? Collect all 150 monsters in this astounding RPG that mixes the best elements from the lives of Link's Awakening whilst adding a whole new twist. Pokémon Red and Blue are just the things to ask Santa to stuff in your stocking.



ON THE TWELFTH DAY OF CHRISTMAS IT'S TRUE LOVE GAVE TO IT...

Little Donkey

Forget playing for a party in a pub tree for Christmas... how about a big pile of Game Boy games? To celebrate the season of good will and plucking your plate high we're giving away the biggest prize of Game Boy goodness you have ever seen!



Pokémon Red and Blue

You may have heard of Pokémon... apparently it's become quite popular. Well, if you've got a Game Boy and haven't got this one... are you mad? Collect all 150 monsters in this astounding RPG that mixes the best elements from the lives of Link's Awakening whilst adding a whole new twist. Pokémon Red and Blue are just the things to ask Santa to stuff in your stocking.

now win a BIG PILE of game boy color games!



Send your entries in to... **Bucket O' Games Compo, Total Games, Box-Coin, Pigeon House, 51 Port Road, Bournemouth BH1 2JS** Make sure your entry reaches us no later than 17 February, and the editor's decision is always final. By the way, the games you win may not correspond to those shown in the picture - you have been warned!

I WISH
IT COULD BE
CHRISTMAS...
EVERYDAY!





Each tournament that you enter has a selection of paths, from playing a match to practising your drive, approach or putting shots. Practice makes perfect!



The graphics are highly detailed and packed with character. Each golfing hot has their own distinctive charm and even their own jigs for good shots.



When each shot is played, a 2880 picture pops up to show you the ball's so, so you can judge the shot you'll need for the next shot. Stay out of the sand!

HOLE IN ONE!



Scenic traps, golf force winds and horrifying landscapes make the later courses of this game real work. You'll soon find yourself struggling to keep par, let alone defeat any of the reigning champs, who'll put off some incredible shots...

WHO FIRST?

There are so many options initially, it can be a little bewildering, but whilst you might be tempted to get to grips with the sport via the Practice option, we recommend that you plunge straight into the adventure mode. Why? Well, practising by yourself on the holes is all well and good, but if you select a Club match against a reigning champ, you can watch how a real pro plays each hazard, and you'll pick up invaluable tips which you can learn and modify at will. Since there's odds of career opportunities to increase your experience and develop your golfer's profile, it makes every hole you play invaluable. And don't forget, each course has three practice ranges, where pros will demonstrate increasingly sophisticated shots and invite you to try yourself. Not only will you be rewarded with Experience points if you pull off each shot, you'll also be much better equipped for those pain sweating matches. Believe us, the shots you'll come to master will astound you, and, more importantly, your opponent if you play a link-up game with a friend!



Games tucked behind the clubhouse where you can practice your skills and pick up more tips from assorted club patrons. The first priority for serious golfers, however, is to locate the Caddy.

Master who'll make you to play in the Mason Club Tournament. Only by posing high in this 18 hole match will you win the experience points and status to take part in the next three courses (Palm, Dune and Links) in the hope of coming face to face with the golfing master himself, Mario...

SEQUENCE PRO

On the green itself, presentation is crisp and graphics is a-burn. There are no fussy menus to confuse your shot selection, and all the relevant info (wind direction, ball in distance to pin, par) is easily digested. Hitting the ball is simple enough: hit the A button once to start your swing, once again at the top of the bar to determine power then once more at the bottom to determine accuracy.

Whilst the interface is easy to learn, the degree of sophistication and skill attainable is what game Mario Golf is extraordinary playability and longevity. There's a huge variety of skills and tricks to master to make every hole you play a real thrill, and mastering shot selection and the fine nuances of the sport is essential if you're to battle your way to the top of your profession. Even golf newbies will soon be immersed in the once impenetrable language of bogies and shazadoes, and gleefully scrolling through your score cards to plot their successes.

PERFECTLY JUDGED STROKE

The adventure structure of Mario Golf bolsters an already fabulous game. With each victory rewarding

you with experience points and stars which can be allotted to enhance your golfer's profile, as well as the fun of playing more veering courses, this is a sports sim like no other. The urge to play one more round or take on another club champion is irresistible, and like all the very best games, the key to its apparent simplicity which belies extraordinary depth and sophistication of play. Book a long train journey somewhere just so you can sit and play this for hours on end, and then buy some new batteries and journey back. It doesn't matter whether or not you like golf, if you like great videogames you'll love this.

mark w

AT THE 19TH HOLE!



OVERALL!

97%

GOLFING PERFECTION YOU'LL NEVER LEAVE AT HOME!

DOWN RIGHT MEAN



"You'd definitely be bankers to miss out on this!"
90%

"The best wrestling game to hit the N64!"
91%

"... is probably no, definitely the best wrestling game ever to grace the N64!"
93%

"It's time. It's finally time for all those other wrestling games to step up and receive their punishment!"
91%

"One of the best wrestling games yet!"
90%

The most electrifying game in the history of Sports-Entertainment!
World Wrestling Federation



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Lacking the random level generation, you'll soon see all of the 54 levels and become weary of them.



Murrall is a moment of respite, as you won't have to choose another weapon other than the bazooka.



The entertainment of being in this game proved too much for the worms who have decided to eat it all.



At least team 17 included a save level - shame they don't include the gameplay, the fun, the weapons...



Having read all about the frozen horse myth, this worm refused to be refuted to safety.



The worm jumping competition wasn't attracting anything like the numbers I had in previous games.

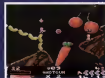
Worms Armageddon

IS IT THE GREATEST MULTIPLAYER GAME EVER?!

WHO YOU CALLING A WORM, PUNK?

They may be simpletons but they are certainly popular! Having won the hearts of virtually every PC and console gamer it was only a matter of time before Team 17 set their sights on cramming the game onto a water-tight cartridge for the Game Boy Color.

The premise of the game is simple: you select a team of invertebrates - whom you may name accordingly - who are charged with defeating either other worm-based teams who are



The mating rituals of the worms to a highly secretive process. Here we see one losing his cherry...

controlled either by the games AI or human opponents. To achieve this you are given a variety of weapons from shotguns to exploding sheep - all of which add to the silliness and mirth of the game.

SLUG-ONE IT OUT!

Given the simplicity of the game, you might be forgiven for assuming that Worms Armageddon would make a highly

successful journey to our portable friends. Early indications point to this being the case. Graphically, Worms Armageddon certainly looks the part, in fact you could be forgiven for being slightly impressed by it all - especially as coupled with the look of the game there seems to be a raft of options which seems to suggest that you will be playing a complete version of the game that we have come to know so well.

WORM SLUG!

Unfortunately, it is not the case. You see, the thing about the entire Worms series of games is that it's looks disguise the complexity of the game itself, that there is more to the game than meets the eye. In short, the game is the sum of its many parts and by removing, say the sound, the voices, many of the weapons, and

even (would you believe it) explosions you are left with a somewhat shallow version of a great game. Moreover, the control system - which has been ported over with varying degrees of success onto other consoles - feels anything but intuitive.

WORM ON - IT'S A WORM!

If you have played any other version of Worms then you would be advised to steer well clear of this version as disappointment will abound, everything that has made the game popular seems to have been stripped away from the portable version to ensure that Worms Armageddon looks the part but plays like a dog. Admittedly, the two-player game that can be enjoyed without the link up cable is a good feature, but surely the enjoyment of Worms is the ability to watch your opponents faces as you blast their last worm into oblivion with a seemingly gravity defying well placed shot. All of the fun of the multiplayer game is lost in translation on the Game Boy Color and as a consequence the very reason for playing the game is lost also.

2ND UP-GRAD!

IS SMALL BEAUTIFUL?

Wormsians kind of look over the world when the game was first released on the venerable old Amiga computer but I never really felt in love with the awfully small. I can see that it could be fun with a few mates gathered around - for about five minutes, but everything gets too too restrictive and boring in my long. Add to these frustrations the fact that this version is on the smallest screen in the world and doesn't have many weapons and you're not really on to a winner.

WORMS: THE WORLD



On any other format Worms in any of its guises came highly recommended, however, Worms Armageddon smells like a bit of chad-in - there are better multiplayer games available for your portable, in fact there are much, much better games for you to spend your money on.

WORM

GAME BOY COLOR
TEST YOUR STRENGTH!

GRAPHICS!
It looks the part

SOUND!
Incomparable. Praise!

PLAYABILITY!
Flawed control system

LASTABILITY!
Ported over on high

Overall!
48%

A BANGS SERIES, BANGS REMAINS



No matter where you put them, these worms just have to try to kill each other in as many amusing ways as possible - the whole world's a battlefield!



Most of the worms are heavily based on recognizable objects. However, in this case we can only assume that this was based on the lower intestine!



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space the rest

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All assays performed if needed within the 11K

RUGRATS: TIME TRAVELERS

AGES OF FUN WITH THE KIDIES!

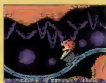
USE IMPORTER!



It's a good job these toy soldiers don't attack you. They're well lit!



Tommy, Chuckie and the gang are back for another big bash on the Game Boy. It may not have been long since their last outing but they're so popular that I'm sure you can handle another imagination-fueled trip into the heads of a



It's going under the guise of a platformer but the truth is that this is way more than your normal 'up, skip and jump' game. Time Travelers includes a wide variety of interesting sub-games to keep things from becoming boring.



Even the password option is full of Rugrats charm.



Little Chuckie isn't the bravest of kids at the best of times, but left alone in a old mine... he's a wreck!



This swing thing is a vortex - once you're picked up enough items you can swing through it!



Fancy a sub?

Each level will typically see you trying to collect a set number of items before being up to play a mini-game. On the first level, for example, you get to play a big grabbing game where you control a mechanical arm and try to grab goodies as they roll by on a conveyor belt. Further levels will see you playing Rugrat racing and shooting games.

The other thing that makes it special is the graphics. The big bright Rugrats-inspired colours are so good that you'll think somebody's swapped your Game Boy's innards for a SNES. Every time you start a level you get the brightly coloured Rugrat start screen and 'taa-daa' sound... it's like watching the cartoon start!

you play the grabbing game you see a big close-up of Chuckie's face for example. His eyes even follow the grabber around the screen. It may sound like a small thing but it's this kind of attention to detail that creates the cartoon-like atmosphere of the game.

RUGRATS' ABOVES GALLERY



QUERLIES
Everybody's favourite Angel and the big belly of Chuckie and Tommy!

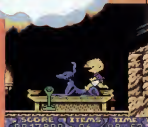
CHUCKIE
Just the only baby left down a mine to find hidden treasure!



DWIL & L.A.
The troublemaker makes an appearance too!



TOMMY
The little baby game controlling the special treasure!



Each mission has a completely different set of objectives to complete

IT'S GOT THE LOOK!

So it's got the looks and the sound but there's got to be a catch somewhere hasn't there? Sadly the answer is yes! Like the cartoon, *Rugrats: Time Travelers* is designed for very young gamers. It's mind



Babies can often be heard asking for their nannies - but I never thought this was what they meant!



Oy meley. Over here... added on a hat that stupid borrowing bear!

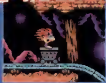


Fill in parts of the jigsaw by completing the levels!

CHUCKIE'S COLLOSSAL COASTER RIDE



Working along this coast track is a bit boring.



I think I'll attach a set in this more cart!



Waaaaah! Maybe this wasn't such a good idea after all.



Phew, I think I'll stick to walking from now on!

seemingly simple to play to the point where it hardly feels like a game at all. You could have your brain removed and replaced with a rotating cabbage and still walk through it as if you'd been playing nothing else for your entire life.

That's not to say this is an easy game (although you can complete the first level just by walking right,

jumping once and walking back to the left). You generally have a set number of items to pick up within a time limit (around six minutes). Every time you get hit you lose an item and have to go and pick it up again. It's busy, busy and incredibly irritating - but it isn't exactly difficult. There's only ten levels which would be a reasonable amount if the game offered a real challenge (instead of just being your ability not to yawn).

OOO, BABY BABY
The game is a fairly repetitive experience and even the inclusion of all the sub-games can't change the fact that this is a miserable basic of trash. Which is a shame because it looks mint! It's just a pity that with all

its beautiful visuals, top sound and nice ideas it doesn't offer more of a varied challenge, so the more experienced gamers can enjoy it as much as those who are just picking up a Game Boy Color for the first time.

If you've got a younger brother or sister and you want to get them into gaming then you can't really do better than *Time Travelers*. Make sure they get a copy for Christmas and they'll be suckered by the cartoon-like



quality of the graphics and the simplistic gameplay is a perfect introduction to videogames.

Before you know it they'll be building up a Pokémon collection and walking your way with a determined look and a link-up cable.

If that isn't the case then *Time Travelers* is really a ten-pence mixed bag of sweets. It may be sweet for a short while but it's all sugar glitters and everything tastes the same. Eventually you'll tire of the taste and want something with more meat on its bones!

2ND Opinion!

HONK BE 2 HONK!

Well! This is the land of game that really keeps the spirit. It's got very simple gameplay, but the graphics are so garish, and the sound effects are so weird that you just can't help getting addicted to it! TNG have done an excellent job in turning the 1990s cartoon into a modern Game Boy Color game, and *Time Travelers* is a great example of that. As Mark said, if you want something that's going to live your brain then this isn't really the game for you. But for nostalgic cartoon action - this is the best! **Mark**



With his scuba gear on, Tony takes to the water like... well... a fish!



It's grabbing its ass!



TOTAL GAME BOY
TEST YOUR STRENGTH!
GRAPHICS: 5/5
SOUND: 5/5
PLAYABILITY: 5/5
LASTINGLY: 5/5
OVERALL! 72%
LOOKS JUST LIKE THE CARTOON!

70'S RETRO ACTION WITH FLARES AND CHOPPERS!



With five, well-detailed locations set in each of the four available cities (Las Vegas, London, San Francisco and Hollywood) your task

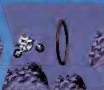


This is the screen you're going to see most often - you dismounted!



GRAND KID

Any game with a Practice mode has got a problem with its game engine, and *Exil Kneivel* is no exception. Tarantula has obviously spent so long cramming the ultimate mini-bike simulation that they forgot to make the actual game playable. Tiny jumps, small obstacles and seemingly harmless barrels all require extraordinary skill and perseverance to navigate, as your bike is just too over-sensitive. All the glory of driving a powerful



The tracks are all very cosmopolitan,

bike at high speeds is negated by the tedium of cautiously edging along at five miles-per-hour as you suss out the next potentially fatal hazard, as each spill sends you right back to the very start of the level. A token map at the bottom right of the screen is laughable in its worthlessness, and each track becomes a battle of rapidly diminishing returns. Despite the brilliance of the bike handling, this is just too much hard work to be fun...

SADDLE SORE

When we first heard about this game it looked like it might offer the sort of high-octane thrills delivered over a decade ago by 8-bit classics *Wheeler* and *Kick Start*, both of which superbly exploited the thrills and spills of two-wheeler action. The bonus of elaborate building-jumping, hoop-hopping acrobatics promised real



...with the same passion.



No wonder there are so few stunt-riders. **A**

fun with this game, with the pleasant degree of control over the bike itself satisfying, but the main issue is just too large so that you can never stop when coming up, and instead of huge dummies, cranes and flying starts, I found myself eddying roundover and over, obviously, seemed I did not want much power in the back wheel and go head over heels. If you perceive, there's a real sense of satisfaction to gain from turning your bike, but missing about with the set-up of your bike for every course (which is a necessity) is far too demanding. Making the game so hard seems to be a ploy to conceal the relative smallness of the game, and whilst some will glean fun from this title younger players in particular will find the frustration level just too high.

Jim

potential here, but sadly *Take 2* have instead delivered a fiddly, hugely irritating game that offers none of the thrills but plenty of spills. Crash? I don't remember being on my bike so be honest.

mark w



Sound!
Bad analog, OK sound FX
★★★★

PLAYABILITY!
Just too tricky to be fun

LAST GILTY!

PLUS

Overall

75



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BY DOOR PL**







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Standing on top of a water fountain how are we Jerry? Since when were we able to do that too?

Jerry in a car is there on and to the talent of this mouse?

Don't let Jerry Oh go we then, put us all out of our misery!

Tom & Jerry

THUNDER! WHERE IS THAT BOMB CITY?

The terrible twosome of yesterday: that cat and mouse duo who hate each other almost as much as they love each other make a somewhat lackluster debut on the Game Boy Color. What a pity!

Whereas we saw once so fond of cart and Tom snowing dynamite or Jerry famously leaping on a frozen kitchen sink, with their latest over-endemic Jerry has turned into a zombie and Tom occasionally pops up, waves his claws around like he's shaking away a swarm of misreading mosquitoes, then shrinks back

down into the trash can from whence he emerged. His appearance, especially in the earlier levels, never really shifts from this pattern of popping up from a garbage can. The game should have just been called 'Jerry

THERE'S 2 MOUSE IN THE HOUSE

The style of Tom & Jerry is that of virtually any platform game. Jerry gently ambles his way over platforms, jumps spikes and collects pairs of cheese. Failing that slams Jaws on the head, ferocious flowers take bites at his rosy ankles and occasionally



There's that cat who a shame he doesn't make more of an appearance. He jumps into a car like a car? Since when? To drive through rows of impossible spikes... and that's his lot.

Aggravated Jerry does make his way through some interesting enough locations such as seedy alleys infested with stray cats and a park with decorative fountains, but the action remains painfully stagnant. The Game Boy Color does it justice mind you and every environment is perfectly concerned to look like the guys would enjoy their romps around it. It's just a shame you won't, especially after a continuous stream of scenarios that get harder but don't get any more fun. Play!

WIN



Between scenes you're treated to these excellent pictures - lovely!

2ND OPINION!

IT'S MAKE YOU BORED!

Everyone loves Tom & Jerry - their cartoons are always watchable, even if you've already seen them a hundred times over. This possibility means we can look forward to a steady stream of Tom & Jerry games forever, but with that happy lie without them, if they all look like this Ben's right, Jerry does look like a scumbag - he's only got one ear for a start! And after playing for what seemed like ages, I still hadn't come across Ben! Be before you buy.

OVERALL! 69%

A GOOD UPDATE TO AN OLD GAME

GAME BOY

TEST YOUR STRENGTH!

GRAPHICS! A hard to handle point

SOUND! Amazing... very annoying

PLAYABILITY! What possibility? It's boring!

LASTABILITY! Looks like he can't

OVERALL! 48%

THIS IS ALL GAMES NO PLAY!



One of the falling bit, it can be seen if you're a mouse you know!

2 BONUS!

For more points at the end of a level all you have to do is match the pairs of cards in a classic snap kind of game. It's easy enough, so start counting those points! You'll soon be a winner!

REMAINING TURNS: 08

SPACE INVADERS

IT'S AN OLD, BUT IS IT A GOODBY?



Don't let Jerry Oh go we then, put us all out of our misery!

GAME BOY

TEST YOUR STRENGTH!

GRAPHICS! A hard to handle point

SOUND! A few nice but

PLAYABILITY! A hard to handle point

LASTABILITY! A hard to handle point

OVERALL! 69%

A GOOD UPDATE TO AN OLD GAME

THREE OF A KIND!

There are three wicked space ships to choose from. The game kindly gives you ratings for threat, shield and weapons too, so try them all out and see which one you like the best!

GAME BOY

TEST YOUR STRENGTH!

GRAPHICS! A hard to handle point

SOUND! A few nice but

PLAYABILITY! A hard to handle point

LASTABILITY! A hard to handle point

OVERALL! 69%

A GOOD UPDATE TO AN OLD GAME

of Pac-Man and Pong! started the videogame craze we all enjoy today.

Almost twenty years on it's time to reminisce with a whole new version of the classic Space Invaders thanks to Crawford and Activision. They have taken the basic template of the game and given it a good kick up the butt! The graphics are very modern, the sound effects and music are similar to the original, only updated, and they've added all kinds of new power-ups and options.

LEFT A BIT, RIGHT A BIT...

The first thing that's different when you start a game is the choice of three ships. They have ratings for shield, thrust and weapons so you can choose the one you think best suits your playing style. Then

The gameplay is still exactly the same - hope you don't find it boring!

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LASTABILITY! A hard to handle point

OVERALL! 69%

A GOOD UPDATE TO AN OLD GAME

it's straight into the music action on Level one - and when you consider that there are hundreds of levels hidden away in this tiny cartridge, starting out on Level one is quite daunting! Don't worry though - there are passwords every few levels, so you shouldn't have to start from scratch too many times!

I found playing Space Invaders again really fun, and although I imagine the game will start to get a bit boring after about level 70, something, it's a great game to keep with you for a quick blast now and then.

THE GRAPHICS ARE SUPERBLY MODERN

Don't let Jerry Oh go we then, put us all out of our misery!

Don't let Jerry Oh go we then, put us all out of our misery!

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Don't let Jerry Oh go we then, put us all out of our misery!

Planet PlayStation Magazine

THE BEST, BRIGHTEST, COOLEST PLAYSTATION MAG AROUND!

Packed chock-a-block with all the latest news, reviews, tips and cheats for every new PlayStation game. Don't even think of buying a new game for your console before you've read about it in our mag!

ALL THIS FOR ONLY £1.95



It's a fire hazard - so it opens out barrels of fire - get it?



Jim takes time out from saving the universe for a spot of transcendental meditation!

EARTHWORM JIM

THE EARLY MAN EXTENDS THE EARTHWORM JIM!



Earthworm Jim is becoming quite a celebrity having appeared in games too numerous to list here and even his own TV show - it was pretty much inevitable that the lovable eventertrite with the robot suit would end up on the Game Boy Color. Enter Earthworm Jim: Menace 2 The Galaxy!

Just in case you're never

played any of the games and you've also managed to miss the hilarious TV series, it'd probably be wise to give you a little background on our hero. He inhabits a colourful world of talking dogs that turn into werewolves (h... werewogs then), an evil scientist who has a monkey growing out of his head and all sorts of other equally bizarre individuals, and he

spends a lot of his time when he's not saving the universe having large, doolie cows drop on him from a great height - usually at least once an episode.

LOOK OUT!

One of Jim's worst enemies is his arch-nemesis and alter-ego Evil Jim. Like Jim in every way except that he's pure evil through and through (hence the name for all those of you out there that get stuck on the first few questions in Who Wants To Be A Millionaire?) and thanks to him the world, nay the safety of the very galaxy itself, is in danger and there's only one... er, "person" who can save it. No prizes for guessing who that is! (Would you like to phone a friend?)

It seems that old "evil" has managed to get his hands on a delatery machine created by the aforementioned "evil scientist" with



Although this alien looks pretty cool, he can turn vicious if he gets anywhere near Jim. Fortunately Jim's not going to let that happen.

A HOLE IN ONE!



Watch out Jim - is that a huge hole you see before you?



Wouldn't these worms just want to be told you know!

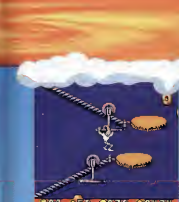


What'd have thought a worm's head would stretch so much!



Good however - at least with the next scene!

is getting you into the off-map platform without suffering any ill effects. However holes are a different matter! Look too close to the wall, dark swirling in this level and Jim gets sucked into it - poor little fellow, he never stood a chance (ahh)



He runs, he jumps... he can even hold onto things! Is there so and to this worm's talents?



Ever wondered what happens to the sheep that you get 'Lag of Lamb' from? Well here's your answer!



menace 2 THE GALAXY

...an amazing, colourful platformer with a good sense of humour

monkey growing out of his head - not saving the universe having large, doolie cows drop on him from a great height - usually at least once an episode.

FALLING COWS!

What this essentially means to your average Game Boy Color owner is that you get to help Jim battle through 12 court 'em, 120 huge sprawling themed levels each packed with all sorts of noobs bent on stopping you setting the world

to rights and a whole bunch of visual gags that are more often than not hazardous to health. Like the fire hydrant that spouts fire for instance! Earthworm Jim: Menace 2 The Galaxy is an amusing, colourful platformer with a good sense of humour and a nice variety of levels. It's not exactly the kind of game that begs you to come back and keep playing but then it's not something that you'll be bored with within ten minutes either. Give it a look today... just watch out for those falling cows! BOO

The bigger the gun Jim uses, the better the damage it inflicts.



Anyone for some toilet humour? Just with care what this Joe is doing here!



2nd OPINION!

THIS WORM SHOULD BE FISHY RIGHT!

What is the point? Am I completely missing the fun factor here, or is Earthworm Jim: Menace 2 The Galaxy just a reach of old ideas, old graphics and old sound effects? This is a line kind of game that the Game Boy Color has by the thousand, so what do the software company do when they get a sequel on their hands? Produce another version platform game, that's what I'm saying if you're a fan of the kind of thing. I certainly used to be, but when the Game Boy's software collection is almost empty made up of these games, you do start to tire of them. Plus.

GAME BOY COLOR
TEST YOUR STRENGTH!

GRAPHICS
Bright, colorful and cartoonish
★★★★

SOUND
Reminds little kids
★★★★

PLAYABILITY
Controls respond very well
★★★★

LASTABILITY
Looks and feels like new
★★★★

OVERALL!
80%
A FUN AND SURPRISING PLATFORMER





SUZUKI Alstare Extreme Racing

REV YOUR ENGINE AND LET RAMP!

I never fails to surprise us how far the ten year old Game Boy can be pushed, even with its new color revs. Games come along every week that look so incredible you'd never believe that they

2ND Opinion!
THE GAME BOY COLOR
If racing games aren't automatically be considered to be the Game Boy Color, why bother considering them at all? The fact is, there's a fantastic game on its hands with Suzuki Alstare Extreme Racing. It's not just a Game Boy version - somebody there must have had a bad batch of mad for the first night.
The bonus are they, the tracks are beautiful, and the scenery is incredible on the track images left and right with little warning. We've seen it done, and from now on, we don't want to see it any more!
Done.

are running on a machine that originally wowed people with Tetris! Then a racing game appears and you go hating back through time to the Eighties. All of a sudden you're watching Fame, wearing leg-warmers and playing a machine that was designed long before anybody thought of 3-D graphics.

On the plus side, it's bristling, stupendously fast! The track hurtles past at near warp speed whilst you fly along against the other two-wheeled racers.

LEAGUES BEHIND!
The bad news is that the old-school approach to racing games was a league behind the modern approach. Racers appear out of nowhere and you just stick to the side of the road and hold down until you get back on the straight. There's a remarkable lack of thinking required and the result is a glorified test of reactions.

As far as racing games on the Game Boy Color, Suzuki is definitely up there with the best of them. There are 16 different tracks to race on (that is to say the colour and background image change) and a variety of different weather effects including fog for the first time ever.

If you must have a racing game on the Game Boy Color then get Suzuki Alstare as it's one of the best for the system. By night's that should ensure that it gets a really high mark! But the truth is that so far no Game Boy racer has impressed us the way other types

of game like Mario Kart, R-Type DX or Zelda have. Hopefully somebody out there can make a racer on the Game Boy that'll knock our teeth out. Until then, we'll just keep playing Pokemon Mania II.

If all else fails just smash straight into him. Just don't try it in real life!

TEST YOUR SKILL AROUND THE WORLD!

MEXICO
A hot and dusty racecourse in the heart of a desert!

LA REGION
No time to lay back! Head straight through the palm trees of LA.

ROUEN
A midnight race through a mean US city. Try not to get mugged!

OVERALL!
72%
CLOSE BUT NO CIGARS!

Supreme Snowboarding

SNOW IS WET, COLD AND FUN!

Let's face it, snowboarding is just an excuse to wear big chunky clothing and look cool in front of Swedish chicks (until you fall fat on your butt, that is). It's possibly the hippest sport on the planet, but it costs a bomb so why not practice on your Game Boy Color until you've saved up the money for a real trip to the snowy states?

Which is where Supreme Snowboarding comes in, offering you the ability to hurdle at rip-break speeds down a mountainside in the comfort of your own home. Sporting both a Speed Challenge and Trick mode you can either go for an all out mountainside race or try to pull as many ollies and only-inseparable as possible before the timer runs out.

never eat YELLOW SNOW!
It all looks pretty good with big cartoon characters, trees, bumps and flags lined up on the screen in pseudo 3-D. Then it's time to move and it all goes horribly, horribly wrong! There are certain types of game that the Game Boy Color does better than any other machine on the planet (platformers and RPGs like Pokemon for example). Unfortunately, 3-D racing games just don't seem to be one of its strong points.

2ND Opinion!
I CAN'T SEE WHERE THE FUN IS!
Yeah! This game sends me before I hit you in the head! I couldn't stand to play more than a couple of games before despondently writing to spare my Game Boy Color time on something much more worthwhile like Micky's Rising Adventure. And this, even if it is a snowglobe!

LOSE GRAB
Be careful when grabbing your gear in mid-air! Because you've had it!

OVERALL!
53%
A JERRY AND DULL RACING GAME!

The scenery looks around like a T. rex in the snow!
The scenery looks around like a T. rex in the snow!

Wipeout! Try to jump over the blocks of snow instead of going to head first!
Wipeout! Try to jump over the blocks of snow instead of going to head first!

SHRIMPY TIPS
You can choose between three different characters. Sandy is a bit slow but she's good at pulling tricks and Travis is well fast!

320W
320W

SNOWY
SNOWY

SHRIMPY TIPS
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320W
320W

SNOWY
SNOWY

OVERALL!
53%
A JERRY AND DULL RACING GAME!

TRAVIS
TRAVIS



Turok: Rage Wars

Following on from the ever popular Turok: Seeds of Evil is the latest offering from Acclaim. Turok: Rage Wars again you play as Turok who has to conquer four different planets, each with its own unique terrain, in order to regain control of the Light Burden which contains the ancient secrets of the universe.

GRAPHICS: Each planet is well-designed. **5/5**

SOUND: The music doesn't get annoying. **5/5**

PLAYABILITY: Can be frustrating at first. **4/5**

LASTABILITY: Not very good. **4/5**

OVERALL! **70%**

A BRIGHT, BOLD, AND FUN GAME



The Turok games on the Game Boy are never going to live up to the N64 model



Ms. Pac-Man

IT'S THE SAME - ONLY WITH 2 BOW!

How do you re-release an arcade classic with essentially all the same graphics, but make it different? By adding a Super Pac-Man feature into the mix too! Ms. Pac-Man followed her hubby into the arcade world almost 20 years ago, and now she's armed in glorious colour on the Game Boy.

How did Namco manage to transform the yellow rina of game history into a female lead? They put a red bow on the original Pac-Man and gave a suggestion of lipstick to those ever-glitching jewel.

Same old, same old

Yes, 'Irad so, Ms. Pac-Man is virtually the same as all the previous versions (which stemmed from early Eighties' arcade machines, is this a bad thing, though? Of course it's not, no matter how many games Pac-Man comes in, the same old the dots, avoid the ghosts (except when they're flashing) and grab the fruit gamplay is still totally addictive.



Ms. Pac-Man plays exactly the same as Pac-Man - only much more female!



Beauty and the Beast

IT'S A TALE AS OLD AS TIME!

Now this is strange. Take a bookish Disney film and turn it into a game, like enough we hear you say... they do that all the time! Then take that game and turn it into a boardgame (but without the board obviously) and put it on the smallest gaming screen imaginable, thus taking away any sense of it being a boardgame in the first place. Bad move.

Following the strength of Mario Party on the Nintendo 64, the board game where different squares mean different challenges, Beauty and the Beast: A Board Game Adventure half-heartedly succeeds in copying this format. Choosing from one of the lovable characters from the film you then take it in turn with your Game Boy Color to roll the dice and move along the board.



This is the shooting gallery! Don't expect to hit much in here without hours of practice! It is harder than trying to catch rain in a sieve. At least the other sub-games you'll encounter are slightly easier!



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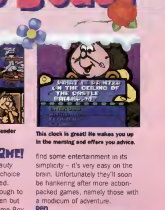


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SCRIBBLINGS!

YOUR LETTERS, PAINTS
AND DRAWINGS!

Pandemonium in your POKÉMON!

"Hello everyone at Total Game Boy Color, do you realise you're writing a magazine for the best videogame system in the known world? The Game Boy has been going strong for years now, and seen off all the young upstarts like the Atari Lynx and Sega Game Gear - now it's going to see off Neo Geo's new handheld console too, the Neo Geo Pocket Color.

From what I can make out, Neo Geo have simply chosen to rip off Nintendo's ideas for the Game Boy Color and stuck them on a dorky little console with a nasty joystick. What do you think of the Neo Geo Pocket Color?" I really don't think it can possibly topple our beloved Game Boy Color from the top slot!

Adam Parsons, via email

We've had a Neo Geo Pocket Color in the office since it was first released over in Japan and to be honest, some of the games are quite good. SNK, the makers of the Neo Geo consoles, have just done a deal with Sega too, which will see Sonic arriving on the handheld early next year. Don't get worried though, there's no way the Neo Geo Pocket Color can ever take the Game Boy Color's lightning away. Most of the games are basic and in great SNK tradition, many of them are nifty beat-'em-ups too!

With Game Boy Advance coming our way next year, the Game Boy name is not to live on forever!

SEND YOUR LETTERS
AND DRAWINGS TO:
TOTAL GAME BOY COLOR
PARAGON PUBLISHING
51 PETERS ROAD,
COULNSWORTH,
BN1 2J5

Santa's Sack!

"I'm really troubled I read Total Game Boy Color every issue and love the reviews and pictures you print. My problem is that I really don't know which games to ask for this Christmas. I am getting four games but all the ones you review seem so good! Please help me."

Sarah Wilkins, Swansea

Sorry to hear of your predicament Sarah, let's see if we can help you out. Of course you can find out how good or bad the new batch of Game Boy Color games are just by reading our reviews in this issue - there's a bunch of tiddlers coming out this Christmas, but there are some real crackers too!

The best game we have seen, which sadly arrived just too late for us to review it this issue, is Mickey's Racing Adventure. It stars Disney favourite Mickey Mouse and all his mates in an adventure game where you get to race lots of different vehicles too! This game has been created by Rare, the people behind every single great Nintendo game ever, so you know you're in for a bit of a treat!

If that's not your cup of tea then how about Mario Golf - it's a brilliant putting sim but instead of being boring like most of them, Nintendo have added an adventure element - cool!

Recognise these fellows? It's Sonic and Tails...

SNK has gone and snatched them for the Neo Geo!

YOUR SCRIBBLES!

The postbag has been bulging with great artwork this month, so we thought we'd have a bit of a 'Your Scribbles' special. We love all these pics, so send more in to the usual address. Take a look at this lot...



Adam Page



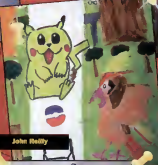
Kristofor Roberts



Sam Shaw



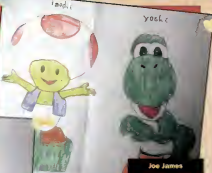
Brian Conway



John Reilly



Scott Walker



Joe James



Chris Johnston



William Grayson



Ian Masters

HELP!

CHIPPING

As you approach the green, you'll want to get your ball as close to the hole as possible in order to make the putting easier and increase your chances of a birdie. Look carefully at the wind, aim your shot accordingly and use a club that will reach all the way to the flag. As you get closer to the green, judging your approach will become a little bit more tricky and club selection is therefore very important. To make the shorter distances a little easier, work out what distance half power will reach and use that as a guideline.

IMPROVING YOUR GAME

Once you have had a little practice head off to the course and enter the club tournament to see how you fare against all the other golfers. At the end of the eighteen holes you'll get experience points relating to your performance and when you raise your levels you can improve your golfer. You can gain extra distance on your drive and better control.

THE COURSES

MEADOW CLUB

Your home course is the easiest to win and will be a good place to start playing golf. Winning the tournament here will open up the second course and also give you a chance to play Putts in a one-on-one match. If you can beat Pecos he will become a playable character.

PAUL CLUB

The second course is slightly more challenging and will take a few attempts to master. If you win the tournament here you will open up the third course and get a chance to take on Pecos in a one-on-one match. If you can beat Pecos he will become a playable character.

ELITE VALLEY

The third course is set in a desert with lots of rough and sand traps all over the course. If you win this tournament you'll open the fourth golf course and get the opportunity to challenge Tay in a one-on-one match.

LINKS CLUB

This course is extremely tough and challenging with a large number of water hazards. You are penalised an extra shot for hitting a ball into the deep so you'll need to take extra care. Winning this tournament will open up Pecos's Course and give you the chance to take on Pecos and Mario.



PUTTING

Putting is a vital skill to ensure success at golf and you'll need to read the greens well to beat your opponents. The arrows route to the slopes on the green and the thicker the arrow the steeper the slope is. You will always begin with your cursor aimed directly at the pin and for smaller distances you should not move left or right. For longer putts you'll have to guess where to aim your shot and pay greater attention to distance. Try not to over hit the ball to avoid bouncing straight over the rim.

HIDDEN LEVEL UP MUSHROOMS

1. Enter the room on the right-hand side of the director's office and search the bookcase to find a Level Up mushroom.
2. Head north from Mario Club and you'll discover the Club Masters. Here you can swap one of your clubs for a special distance or control club. In the cupboard here you'll find another Level Up mushroom.
3. Just before you enter Peach's Castle search the bushes on the left-hand side to discover another Level Up mushroom.

millennium Games Awards



Vote now online!

Actual model may vary

At the end of the Millennium Games Awards, the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your chance in a lifetime chance to participate in the greatest gaming survey ever held - the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us! Free post - no stamp required. Completed entries will be pulled out of the sack and the winners picked at random - there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors -- vote for your own!

- | | | | |
|---------------------------------------|--|------------------------------------|---|
| Nick Roberts Managing Editor | Phil King, Editor of PowerStation | Ryan Butt, Editor of Play | Andy McDermott, Editor of 64 MAG |
| 1. Out Run (Arcade) | 1. Goldeneye (N64) | 1. ISS Pro Evolution (PS) | 1. Robotron 2084 (Arcade) |
| 2. Metal Gear Solid (PS) | 2. Gran Turismo (N64) | 2. Goldeneye (N64) | 2. Quake II deathmatch (PC) |
| 3. Gun Fright (Spectrum) | 3. ISS Pro Evolution (PS) | 3. Resident Evil 2 (PS) | 3. Goldeneye (N64) |
| 4. Pac-Man (Arcade) | 4. Starcraft (PC) | 4. Sonic The Hedgehog (Mega Drive) | 4. Elite (BBC C64/Atari ST) |
| 5. Bubble Bobble (Spectrum) | 5. Skool Daze (Spectrum) | 5. Arknaid (C64) | 5. Defender (Arcade) |
| 6. Rick Dangerous (Spectrum) | 6. Sensible World Of Soccer (PC) | 6. Kid Chameleon (MegaDrive) | 6. Arctical (C64) |
| 7. Super Mario World (Super NES) | 7. Tekken 3 (PS) | 7. Back 2 Skool (Spectrum) | 7. Tomb Raider (PlayStation) |
| 8. Dynamite Dan (Spectrum) | 8. Tomb Raider (PS) | 8. Wonderboy (Arcade) | 8. Street Fighter II Turbo (Super NES) |
| 9. James Pond: Robotcock (Mega Drive) | 9. Laster Squard (Spectrum) | 9. Tekken 3 (PS) | 9. Super Mario Kart (Super NES) |
| 10. San Francisco Rush (N64) | 10. Worms (PC) | 10. Street Fighter II (Super NES) | 10. Tempest 2000 (Atari Jaguar) |

millennium games awards entry form

the top ten games that have changed my life are:

1	6
2	7
3	8
4	9
5	10

*Important: please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are in brackets. The closing date for the Millennium Games Awards competition is 31/1/2000.

The results of the Millennium Games Awards will be printed in the following magazines: Play, 64 Magazine, PowerStation, 64 Solutions, N64 Pro, PlayStation Pro, Planet PlayStation, Dreamcast Magazine, Total Games Bay Color, PC Player and Dreamcast Solutions.

questionnaire

DIN 913



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- ☐ Self-employed
☐ Skilled worker/Tradesman
☐ Manual worker
☐ Office worker
☐ Shop worker
☐ Public sector
☐ Professional
☐ Armed Forces
☐ Student
☐ Housewife/husband
☐ Retired
☐ Unemployed
☐ Other (please state)

☐ Sony PlayStation
☐ Nintendo 64
☐ PC
☐ Game Boy Color
☐ PlayStation 2
☐ Dreamcast
☐ New Nintendo console

Own interview to buy

Do you own a computer?

☐ Yes

☐ No, but I intend to within the next 6 months

☐ No, and I don't intend to buy one in the next 6 months

What is your household's total annual income?

- ☐ Under £10,000
☐ £10,000-£15,000
☐ £16,000-£20,000
☐ £21,000-£45,000
☐ £46,000-70,000
☐ £71,000-100,000
☐ £100,000+

What newspaper(s) do you read regularly?

- ☐ The Sun
☐ The Daily Mail
☐ The Daily Express
☐ The Daily Mirror
☐ The Guardian
☐ The Times
☐ The Independent
☐ The Financial Times

Do you own or intend to buy a console in the next 6-12 months?

- ☐ No
- ☐ Yes (Please tick all that apply)

☐ From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

Previews

the sneaky peek at future games around the corner!

Metal Gear: GHOST BABEL

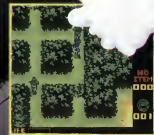


● KEN2M ● SUMME

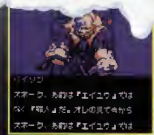
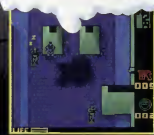
Would you Adam
and Eve #2?

W The PlayStation hit *Metal Gear Solid* is coming to the little Game Boy Color courtesy of the biffins at Konami. This new game takes elements of the old NES version and enhances these with ideas from the new *Metal Gear Solid* games to create a unique adventure that retains all the stealth and suspense of the 32-bit game.

Called Metal Gear: Ghost Babel, the game will only be compatible with the Game Boy Color (only black and white owners) and will include a special IR training option where you can link-up with other players via a cable and search each other out! More on this amazing new title soon!



JUST DONT
ASK!



once you have completed all these questions and the all important top ten, please send it back to:

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TOY STORY 2

It's the big movie for Christmas in the USA, but as ever we have to wait a bit longer in the UK for a peek at Toy Story 2. The Game Boy Color game is already well into production though, and should be reaching these shores around the same time as the movie, early next year.

The game follows a similar line to the original Toy Story games, only this time it kicks off with Buzz

Lightyear in your control as just leaps, flies and bounces his way around Andy's bedroom. There are lots of cool touches, like a loop the loop and toy cars to ride on, breaking up the basic platform game style. The movie is set to delight the flies started by the original all those years ago, so prepare yourself for the hype machine, starting very soon!

mickey's racing adventure



The game masters at Bani, famous for their innovative and eye-boggling games like Diddy Kong Racing, GoldenEye and Banjo-Kazooie, recently won the license to create a bunch of Game Boy Color games starring none other than Disney's Mickey Mouse.

Amazingly Mickey's Racing Adventure is already nearing completion, and as you can see from the screenshots around this page it's looking like a right Christmas cracker! The game mixes adventure and racing elements, which puts it ahead of many of the mediocre racing games on Game Boy before you even start!

Mickey Mouse and his mates Donald Duck, Daisy, Goofy, Pluto and girlfriend Minnie are the lead characters, with many other Disney favourites dropping in as mini-games as the adventure progresses. The characters must explore Mickey's world finding special items that then allow them to access new race tracks.

Once inside you will find three racing tracks where the object is to come first in each race, then take on the nasty boss who is a racing wizard! The game has cash to pick up along the way, which can be traded in for vehicle upgrades. With four cars and boats to choose from, and a secret car hiding in Mickey's garage that can be unlocked when you find the key, this game has enough replayability to see you through the next millennium!



WINTERWARR • CHRISTMAS



DRIVER

BY INTERACTIVE • WINTER

One of the most impressive PlayStation games of recent years is going to make a Game Boy Color debut in March next year. This issue we've reviewed the car-stealing stunt Grand Theft Auto, with mixed feeling about the game - GT Interactive's Driver looks much the same!

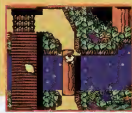


Tazmanian Devil: munching madness

BY HUMPHRY • SPRING

Everyone's favourite spinning cartoon hero is back on the Game Boy with an all-new colour adventure. Tazmanian Devil: Munching Madness is an adventure game viewed from above where Taz is on a mission to rescue his mate Wendell T Wolf who has been kidnapped by the nasty tykes Bull and Arie.

These two have got Wendell locked away in Las Vegas, simply because they think it is the funnest place away from Tazmania, and to reach him Taz must chomp and spin his way through the world! On his journey Taz will visit the Australian outback, the wulp lands of Holland and the truck jungle of the Amazon before making it to the final showdown in Las Vegas - nine action-packed levels in all! Watch out for Taz's new adventure in the shops soon, and in the review coming to Total, Game Boy Color next issue!



Whereas the PlayStation game was a mind-blowing 3D affair with realistic streets and non-stop car chase action, the Game Boy Color game is a top-down scroller with tiny cars, street lamps, pavements, trash cans - everything needed for a good smash-'em-up!

Whether this car game will be any more playable than Grand Theft Auto, we don't know just yet. We hope for GT Interactive's sake that it is though - we just couldn't take another few hours of dull gameplay with miniature cars!



READY 2 RUMBLE

BY MIDWAY • WINTER



It's the number one game on Sega's new Dreamcast console, and Midway are nearing completion of their Game Boy Color version, Dayz, so they've had to tune the graphics and sound down a bit for the smaller screen, but the essence of the game remains. All the boxers still have their silly gins and willy one liners, the boxing is fun and innovative with the RUMBLE meter adding the king. As you fight, you add letters to the meter, and when full you can really let up some amazing combo moves! A movie is coming, soon!

army men

BY JES • CHRISTMAS

Sadly among too little for a review this issue, 3D's Army Men is a game perfectly suited to the handheld. It stars those little green toy soldiers that we all played with as kids (and you might still be playing with right now!) You can command them in battle, then watch them melt, get squashed and... well... stand still really. The catch is that those army men fight back too! The game is certainly unique, although it does bring back memories of Toy Story's army patrollers - we'll have to wait until next issue now to take it for a test drive!

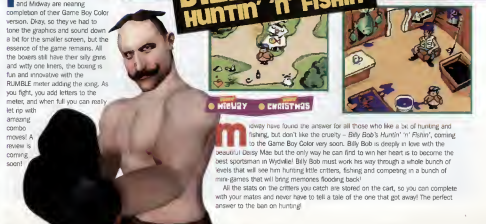


BILLY BOB'S HUNTIN' 'N' FISHTIN'

BY MIDWAY • CHRISTMAS

Midway have found the answer for all those who like a bit of hunting and fishing, but don't like the cruelty - Billy Bob's Huntin' 'n' Fishin', coming to the Game Boy Color very soon. Billy Bob is deeply in love with the beautiful Daisy Mae but the only way he can find to win her heart is to become the best sportsman in Wyokit! Billy Bob must work his way through a whole bunch of levels that will see him hunting little critters, fishing and competing in a bunch of mini-games that will bring memories flooding back!

All the stats on the critters you catch are stored on the cart, so you can compete with your mates and never have to tell a tale of the one that got away! The perfect answer to the ban on hunting!



59

Buying games is a serious business you know! £20 here, £20 there - they don't come cheap. So, to make sure you make the right decision when buying your Game Boy Color games, here's a complete listing of scores...

Plate of game	Type of game	Made at	Reviewed in	Score
1949-1950	Plastic	1949	1949	100%
1951-1952	Plastic	1951	1951	100%
1953-1954	Plastic	1953	1953	100%
1955-1956	Plastic	1955	1955	100%
1957-1958	Plastic	1957	1957	100%
1959-1960	Plastic	1959	1959	100%
1961-1962	Plastic	1961	1961	100%
1963-1964	Plastic	1963	1963	100%
1965-1966	Plastic	1965	1965	100%
1967-1968	Plastic	1967	1967	100%
1969-1970	Plastic	1969	1969	100%
1971-1972	Plastic	1971	1971	100%
1973-1974	Plastic	1973	1973	100%
1975-1976	Plastic	1975	1975	100%
1977-1978	Plastic	1977	1977	100%
1979-1980	Plastic	1979	1979	100%
1981-1982	Plastic	1981	1981	100%
1983-1984	Plastic	1983	1983	100%
1985-1986	Plastic	1985	1985	100%
1987-1988	Plastic	1987	1987	100%
1989-1990	Plastic	1989	1989	100%
1991-1992	Plastic	1991	1991	100%
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1995-1996	Plastic	1995	1995	100%
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2001-2002	Plastic	2001	2001	100%
2003-2004	Plastic	2003	2003	100%
2005-2006	Plastic	2005	2005	100%
2007-2008	Plastic	2007	2007	100%
2009-2010	Plastic	2009	2009	100%
2011-2012	Plastic	2011	2011	100%
2013-2014	Plastic	2013	2013	100%
2015-2016	Plastic	2015	2015	100%
2017-2018	Plastic	2017	2017	100%
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